

Barbarian

Player: Maddie

Kobold bloodrager 1 - CR 1/2

True Neutral Humanoid (Reptilian); Deity: -

Ability	Score	Modifier	Temporary
STR STRENGTH	16/20	+3/+5	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	14/18	+2/+4	
INT INTELLIGENCE	8	-1	
WIS WISDOM	10	0	
CHA CHARISMA	15	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+6 =	+2	+4				
REFLEX (DEXTERITY)	+2 =		+2				
WILL (WISDOM)	+2 =				+2		

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 15 =	+3		+2	+1	+1			-2
Touch AC 11								
CM Bonus +4 =	+1		+5	-1				

CM Defense	15	=	10	BAB	Strength	Dexterity	Size
				+1	+5	+2	-1

Base Attack	+1	HP	14
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Initiative	+2	Damage / Current HP	
Speed	40 ft		

Dagger

Main hand: **+6, 1d3+7** Crit: 19-20/x2
Rng: 10'
Ranged: **+4, 1d3+5** Light, P/S

Greatclub

Both hands: **+6, 1d8+10** Crit: x2
2-hand, B

Sling

Ranged: **+4, 1d3+5** Crit: x2
Rng: 50'
Ranged, both hands: **+4, 1d3+7** 1-hand, B

Hide shirt

+3

Max Dex: +4, Armor Check: -1
Spell Fail: 15%, Light



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+5	DEX (2)	1	
Speed greater/less than 30 ft. : +4 to jump				
Appraise	-1	INT (-1)	-	
Bluff	+2	CHA (2)	-	
Climb	+8	STR (5)	1	
Diplomacy	+2	CHA (2)	-	
Disguise	+2	CHA (2)	-	
Escape Artist	+1	DEX (2)	-	
Fly	+3	DEX (2)	-	
Heal	+0	WIS (0)	-	
Intimidate	+6	CHA (2)	1	
Perception	+4	WIS (0)	1	
Ride	+1	DEX (2)	-	
Sense Motive	+0	WIS (0)	-	
Stealth	+5	DEX (2)	-	
Survival	+0	WIS (0)	-	
Swim	+4	STR (5)	-	

Activated Abilities & Adjustments

Bloodrage (6 rounds/day) (Su): Raging
Power Attack -1/+2

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Martial Weapon Proficiency - All
Power Attack -1/+2
Shield Proficiency
Simple Weapon Proficiency - All

Special Abilities

Bloodrage (6 rounds/day) (Su)
Darkvision (60 feet)
Elemental Strikes (3/day) (Su)
Fast Movement +10 (Ex)
Light Sensitivity (Ex)

Gear

Total Weight Carried: 13.5/300 lbs, Light Load
(Light: 99.75 lbs, Medium: 199.5 lbs, Heavy: 300 lbs)

Artisan's outfit (Free)	-
Dagger	0.5 lbs
Greatclub	4 lbs
Hide shirt	9 lbs
Money	-
Sling	-

Tracked Resources

Bloodrage (6 rounds/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Dagger	<input type="checkbox"/>
Elemental Strikes (3/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common Draconic

Spells & Powers

Bloodrager spells known (CL 0th; concentration +2)
Melee Touch +6 Ranged Touch +4

Sourcebooks Used

- **Advanced Class Guide** - Bloodrager (class); Elemental (special ability)
- **Advanced Race Guide** - Darkvision 60 feet (equipment); Light Sensitivity (equipment); Natural Armor (equipment)
- **Pathfinder Adventure Paths / Varisia, Birthplace of Legends** - Hide shirt (armor)
- **Race Builder** - Custom Race - Standard (race)

Experience & Wealth

Experience Points: **0/2,000**
Current Cash: **You have no money!**

Barbarian – Abilities & Gear

Power Attack -1/+2

Feat

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisites: Str 13, base attack bonus +1.

Benefit: You can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (–50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Darkvision (60 feet)

Racial Ability, Senses

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal sight.

Light Sensitivity (Ex)

Racial Ability

Creatures with light sensitivity are dazzled in areas of bright sunlight or within the radius of a *daylight* spell.

Bloodrage (6 rounds/day) (Su) Class Ability (Bloodrager)

Fly into a rage, giving you +4 Str, +4 Con, +2 to Will saves and -2 to Armor Class. Many skills and abilities cannot be used while the character is enraged. At the end of the rage, the barbarian becomes fatigued (-2 Str, -2 Dex, can't charge or run) for a number of rounds equal to twice the number of rounds spent raging.

In addition, upon entering a bloodrage, the bloodrager can apply the effects up to two bloodrager spells he knows of 2nd level or lower to himself. The spells must each have a range of touch or personal. If a spell's duration is greater than 1 round, it instead lasts for the duration of the bloodrage. This use consumes bloodrager spell slots, as if he had cast the spells; he must have the spell slots available to take advantage of this effect.

Elemental Strikes (3/day) (Su) Class Ability (Bloodrager, Hag-)

At 1st level, three times a day as a swift action you can imbue your melee attacks with elemental energy. For 1 round, your melee attacks deal 1d6 points of additional damage of your energy type. At 8th level, you can use this ability up to five times per day. At 20th level, all your melee attacks deal this damage, and this ability no longer requires a swift action to activate.

Fast Movement +10 (Ex)

Class Ability (Bloodrager)

A barbarian's base speed is faster than the norm for her race by 10 feet. This benefit applies only when she is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the barbarian's base speed.

Title - Barbarian (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2021/11/21

XP Reward : 0 XP; **Net Cash** :

- no notes -

Hunter

Player: Nazmul

Half-elf hunter 1 - CR 1/2

True Neutral Humanoid (Elf, Human); Deity: -; Age: 24;

Height: 5' 9"; Weight: 135 lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	9	-1	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	11	0	
INT INTELLIGENCE	10	0	
WIS WISDOM	14	+2	
CHA CHARISMA	13	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+2	=	+2				Elven Immunities: +2 vs. enchantments
REFLEX (DEXTERITY)	+4	=	+2	+2			Elven Immunities: +2 vs. enchantments
WILL (WISDOM)	+2	=		+2			Elven Immunities: +2 vs. enchantments

Elven Immunities				Elven Immunities - Sleep						
	Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	15	=	+3		+2					
Touch AC	12		Flat-Footed AC				13			
			BAB		Strength		Size		Misc	
CM Bonus	-1	=	-		-1		-		-	
			BAB		Strength		Dexterity		Size	
CM Defense	11	= 10	-		-1		+2		-	
Base Attack			+0					HP	9	
Initiative			+2				Damage / Current HP			
Speed			30 ft							

Longbow

Ranged, both hands: +2, 1d8-1

Crit: x3
Rng: 100'
2-hand, P

Studded leather

+3

Max Dex: +5, Armor Check: -1
Spell Fail: 15%, Light



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (2)	-	
Appraise	+0	INT (0)	-	
Bluff	+1	CHA (1)	-	
Climb	-2	STR (-1)	-	
Diplomacy	+1	CHA (1)	-	
Disguise	+1	CHA (1)	-	
Escape Artist	+1	DEX (2)	-	
Fly	+1	DEX (2)	-	
Handle Animal	+8	CHA (1)	1	
Animal Companion Link : +4 circumstance bonus to checks made regarding an animal companion				
Heal	+6	WIS (2)	1	
Intimidate	+5	CHA (1)	1	
Perception	+8	WIS (2)	1	
Ride	+1	DEX (2)	-	
Sense Motive	+2	WIS (2)	-	
Stealth	+5	DEX (2)	1	
Survival	+6	WIS (2)	1	
Swim	-2	STR (-1)	-	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Evolved Companion
Martial Weapon Proficiency - All
Shield Proficiency
Simple Weapon Proficiency - All
Skill Focus (Handle Animal)

Special Abilities

Animal Companion (animal companion (hawk named
Animal Companion Link (Ex)
Animal Focus (1 minutes/day) (Su)
Elf Blood
Low-Light Vision
Share Spells with Companion (Ex)
Tiger +2 (Su)
Wild Empathy +2 (Ex)

Gear

Total Weight Carried: 23/90 lbs, Light Load
(Light: 30 lbs, Medium: 60 lbs, Heavy: 90 lbs)

Artisan's outfit (Free)	-
Longbow	3 lbs
Money	-
Studded leather	20 lbs

Tracked Resources

Animal Focus (1 minutes/day) (Su) ☐

Languages

Common

Elven

Spells & Powers

Hunter spells known (CL 1st; concentration +3)

Melee Touch -1 Ranged Touch +2

1st (2/day)—*gravity bow*^{APG}, *speaking with animals*, *summon nature's ally I*

0th (at will)—*detect magic*, *guidance*, *resistance*, *stabilize*

Companions

Jarris CR –

Hawk

N Small animal

Init +2; **Senses** low-light vision; **Perception** +6

Defense

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)

hp 12 (2d8+2)

Fort +4, **Ref** +5, **Will** +2

Offense

Speed 10 ft., fly 80 ft. (average)

Melee bite +4 (1d6), 2 talons +4 (1d4 plus 1d6 acid)

Statistics

Str 10, **Dex** 15, **Con** 12, **Int** 2, **Wis** 14, **Cha** 6

Base Atk +1; **CMB** +0; **CMD** 12

Feats Weapon Finesse

Tricks Attack, Defend, Down, Fetch, Seek, Stay, Watch

Skills Acrobatics +2 (-6 to jump), Fly +8, Perception +6

SQ animal focus, attack, defend, down, fetch, seek, stay, watch

Sourcebooks Used

- **Advanced Class Guide** - Evolved Companion (feat); Hunter (class); Tiger (special ability)
- **Advanced Player's Guide** - Gravity Bow (spell)

Experience & Wealth

Experience Points: **0/2,000**

Current Cash: **You have no money!**

Hunter – Abilities & Gear

Evolved Companion

Your animal companion has abilities that makes it different from others of its kind.

Prerequisites: Cha 13, animal companion class feature.

Benefit: Select a 1-point evolution other than pounce or reach from those available to a summoner's eidolon. Your animal companion gains this evolution. The animal companion must conform to any limitations of the evolution. For instance, only an animal companion of an appropriate size and base form can have the mount evolution.

If you gain a new animal companion, your old animal companion loses this evolution, and you can select a new 1-point evolution for the new animal companion.

Special: You can take this feat multiple times. Each time you do, select an additional 1-point evolution for your animal companion.

Appears In : Advanced Class Guide

Skill Focus (Handle Animal)

Feat

Choose a skill. You are particularly adept at that skill.

Benefit: You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

Appears In : Not Consolidated Skills

Elf Blood

Racial Ability (Half-Elf)

Half-elves count as both elves and humans for any effect related to race.

Elven Immunities

Racial Ability (Half-Elf)

+2 racial bonus on saving throws against enchantment spells and effects.

Elven Immunities - Sleep

Unknown

You are immune to magic sleep effects.

Low-Light Vision

Racial Ability, Senses

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

Animal Companion (animal companion (ha Class Ability (Hunter)

At 1st level, a hunter forms a bond with an animal companion. A hunter may begin play with any of the animals available to a druid. This animal is a loyal companion that accompanies the hunter on her adventures. This ability functions like the druid animal companion ability (which is part of the nature bond class feature). The hunter's effective druid level is equal to her hunter level. If a character receives an animal companion from more than one source, her effective druid levels stack for the purposes of determining the companion's statistics and abilities. A hunter may teach her companion hunter's tricks from the skirmisher ranger archetype (Pathfinder RPG Advanced Player's Guide 128) instead of standard tricks. The animal companion can use skirmisher tricks when commanded, a number of times per day equal to half its Hit Dice plus its Wisdom modifier.

If a hunter releases her companion from service or her animal companion perishes, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer in the environment where the new companion typically lives. While the hunter's animal companion is dead, any animal she summons with a *summon nature's ally* spell remains for 1 minute per level instead of 1 round per level. A hunter cannot have more than one *summon nature's ally* spell active in this way at one time. If this ability is used again, any existing *summon nature's ally* immediately ends.

Animal Companion Link (Ex)

Class Ability (Hunter)

Masters can handle their animal companion as a free action, or push it as a move action, even if they don't have any ranks in the Handle Animal skill. The link grants a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Animal Focus (1 minutes/day) (Su)

Class Ability (Hunter)

At 1st level, a hunter can take on the aspect of an animal as a swift action. She must select one type of animal to emulate, gaining a bonus or special ability based on the type of animal emulated and her hunter level. The hunter can use this ability for a number of minutes per day equal to her level. This duration does not need to be consecutive, but must be spent in 1-minute increments. The hunter can emulate only one animal at a time. The hunter can also apply one of these aspects to her animal companion. Unlike with the hunter herself, there is no duration on the animal aspect applied to her animal companion. An aspect applied in this way does not count against the hunter's minutes of duration per day—it remains in effect until the hunter changes it. The companion's aspect can be the same aspect the ranger has taken on or a different one. The hunter can select or change the animal foci on both herself and her animal companion as part of the same swift action.

If the hunter's animal companion is dead, the hunter can apply her companion's animal focus to herself instead of her animal companion. This is in addition to the normal one she can choose, and (as with a companion's focus) remains in effect until the hunter changes it instead of counting against her minutes per day.

At 8th level, whenever a hunter uses her animal focus ability, she selects two different animal aspects for herself instead of one, and can assign two aspects to her companion instead of one. As with the companion's previous aspect, the second one does not count against the minutes per day a hunter can take on an aspect. If the hunter's animal companion is dead and the hunter has applied the companion's animal aspect to herself, that aspect does not count toward her maximum of two aspects at once. The hunter can still apply only one of her dead companion's aspects to herself, not both.

Note: On the Hunter tab or the Animal Focus tab on your animal companion, you can add as many or as few animal focuses as you wish, so that you can save space by choosing only your favorites or add them all so you can see all your options. You can activate the focuses you are currently using on the In-Play tab.

Hunter – Abilities & Gear

Share Spells with Companion (Ex) Class Ability (Hunter)

The druid may cast a spell with a target of "You" on her animal companion (as a spell with a range of touch) instead of on herself. A druid may cast spells on her animal companion even if the spells normally do not affect creatures of the companion's type (animal). Spells cast in this way must come from a class that grants an animal companion. This ability does not allow the animal to share abilities that are not spells, even if they function like spells.

Tiger +2 (Su) Class Ability (Hunter)

The creature gains a +2 enhancement bonus to Dexterity. This bonus increases to +4 at 8th level and +6 at 15th level.

Appears In : Advanced Class Guide

Wild Empathy +2 (Ex) Class Ability (Hunter)

A character can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The character rolls 1d20 and adds her class level and her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A character can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

Title - Hunter (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2021/11/22

XP Reward : 0 XP; **Net Cash** :

- no notes -

Jarris

Hawk - CL2 - CR 2

True Neutral Animal; Deity: -

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	15	+2	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	2	-4	
WIS WISDOM	14	+2	
CHA CHARISMA	6	-2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4	=	+3	+1			
REFLEX (DEXTERITY)	+5	=	+3	+2			
WILL (WISDOM)	+2	=		+2			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	14	=			+2	+1	+1	

Touch AC	13	Flat-Footed AC	12		
		BAB	Strength	Size	Misc

CM Bonus	+0	=	+1	+0	-1	-
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CM Defense	12	=	10	BAB	Strength	Dexterity	Size
				+1	+0	+2	-1

Base Attack	+1	HP	12
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Initiative	+2	Damage / Current HP
Speed	10 ft	

Bite (Hawk)

Main hand: **+4, 1d6**

Crit: **x2**
Light, B/P/S

Talon x2 (Hawk)

Main hand: **+4/+4, 1d4 plus 1d6 acid**

Crit: **x2**
Light, S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Speed greater/less than 30 ft. : -8 to jump				
Appraise	-4	INT (-4)	-	
Bluff	-2	CHA (-2)	-	
Climb	+0	STR (0)	-	
Diplomacy	-2	CHA (-2)	-	
Disguise	-2	CHA (-2)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+8	DEX (2)	1	
Heal	+2	WIS (2)	-	
Intimidate	-2	CHA (-2)	-	
Perception	+6	WIS (2)	1	
Ride	+2	DEX (2)	-	
Sense Motive	+2	WIS (2)	-	
Stealth	+6	DEX (2)	-	
Survival	+2	WIS (2)	-	
Swim	+0	STR (0)	-	

Activated Abilities & Adjustments

Weapon adds 1d6 Energy Damage

Feats

Weapon Finesse

Animal Tricks

Attack [Trick]
Defend [Trick]
Down [Trick]
Fetch [Trick]
Seek [Trick]
Stay [Trick]
Watch [Trick]

Special Abilities

Animal Focus (Su)
Fly (80 feet, Average)
Low-Light Vision
Tiger +2 (Su)

Gear

Total Weight Carried: 0/75 lbs, Light Load
(Light: 24.75 lbs, Medium: 49.5 lbs, Heavy: 75
lbs)

Money -

Tracked Resources

Skirmisher Tricks (3/day) ☐☐☐

Sourcebooks Used

- **Advanced Class Guide** - Tiger (special ability)
- **Animal Archive / Ultimate Wilderness** - Watch (animal trick)

Experience & Wealth

Current Cash: **You have no money!**

Weapon Finesse

Feat

You are trained in using your agility in melee combat, as opposed to brute strength.

Benefit: With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Special: Natural weapons are considered light weapons.

Attack [Trick]

Animal Trick Trick

The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.

Defend [Trick]

Animal Trick Trick

The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend a specific other character.

Down [Trick]

Animal Trick Trick

The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.

Fetch [Trick]

Animal Trick Trick

The animal goes and gets something. If you do not point out a specific item, the animal fetches some random object.

Seek [Trick]

Animal Trick Trick

The animal moves into an area and looks around for anything that is obviously alive or animate.

Stay [Trick]

Animal Trick Trick

The animal stays in place, waiting for you to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.

Watch [Trick]

Animal Trick Trick

The animal can be commanded to keep watch over a particular area, such as a campsite, and raise an alarm if it notices any sizable or dangerous creature entering the area. This trick is often included in the Guarding purpose.

Appears In : Animal Archive, Ultimate Wilderness

Animal Focus (Su)

Racial Ability

At 1st level, a hunter can take on the aspect of an animal as a swift action. She must select one type of animal to emulate, gaining a bonus or special ability based on the type of animal emulated and her hunter level. The hunter can use this ability for a number of minutes per day equal to her level. This duration does not need to be consecutive, but must be spent in 1-minute increments. The hunter can emulate only one animal at a time.

The hunter can also apply one of these aspects to her animal companion. Unlike with the hunter herself, there is no duration on the animal aspect applied to her animal companion. An aspect applied in this way does not count against the hunter's minutes of duration per day?it remains in effect until the hunter changes it. The companion's aspect can be the same aspect the ranger has taken on or a different one. The hunter can select or change the animal foci on both herself and her animal companion as part of the same swift action.

If the hunter's animal companion is dead, the hunter can apply her companion's animal focus to herself instead of her animal companion. This is in addition to the normal one she can choose, and (as with a companion's focus) remains in effect until the hunter changes it instead of counting against her minutes per day.

At 8th level, whenever a hunter uses her animal focus ability, she selects two different animal aspects for herself instead of one, and can assign two aspects to her companion instead of one. As with the companion's previous aspect, the second one does not count against the minutes per day a hunter can take on an aspect. If the hunter's animal companion is dead and the hunter has applied the companion's animal aspect to herself, that aspect does not count toward her maximum of two aspects at once. The hunter can still apply only one of her dead companion's aspects to herself, not both.

Note: On the Hunter tab or the Animal Focus tab on your animal companion, you can add as many or as few animal focuses as you wish, so that you can save space by choosing only your favorites or add them all so you can see all your options. You can activate the focuses you are currently using on the In-Play tab.

Fly (80 feet, Average)

Unknown

A creature with this ability can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to fly for as long as the antimagic effect persists.

Low-Light Vision

Racial Ability, Senses

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

Tiger +2 (Su)

Class Ability (Hunter)

The creature gains a +2 enhancement bonus to Dexterity. This bonus increases to +4 at 8th level and +6 at 15th level.

Appears In : Advanced Class Guide

Title - Jarris (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2021/11/22

XP Reward : 0 XP; **Net Cash** :

- no notes -

Magus

Player: Harris

Drow magus 1 - CR 1/2

True Neutral Humanoid (Elf); Deity: -; Age: 124; Height: 5' 11"; Weight: 121 lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	17	+3	
WIS WISDOM	9	-1	
CHA CHARISMA	9	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+3 =	+2	+1				Elven Immunities: +2 vs. enchantments
REFLEX (DEXTERITY)	+3 =		+3				Elven Immunities: +2 vs. enchantments
WILL (WISDOM)	+1 =	+2	-1				Elven Immunities: +2 vs. enchantments

Drow Immunities - Sleep	Spell Resistance (7)
Elven Immunities	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 14 =	+1		+3					

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
13	11				

CM Bonus	+1 =	-	+1	-	-
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CM Defense	14 = 10	BAB	Strength	Dexterity	Size
		-	+1	+3	-

Base Attack	+0	HP	10
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Initiative	+3	Damage / Current HP
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Speed	30 ft
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Rapier

Main hand: +3, 1d6+1 Crit: 18-20/x2
Both hands: +3, 1d6+1 1-hand, P

Padded armor

+1

Max Dex: +8, Armor Check: -
Spell Fail: 5%, Light



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+4	DEX (3)	1	
Appraise	+3	INT (3)	-	
Bluff	+0	CHA (-1)	1	
Climb	+1	STR (1)	-	
Diplomacy	+0	CHA (-1)	1	
Disguise	-1	CHA (-1)	-	
Escape Artist	+3	DEX (3)	-	
Fly	+3	DEX (3)	-	
Heal	-1	WIS (-1)	-	
Intimidate	-1	CHA (-1)	-	
Perception	+1	WIS (-1)	-	
Ride	+3	DEX (3)	-	
Sense Motive	-1	WIS (-1)	-	
Spellcraft	+7	INT (3)	1	
Stealth	+3	DEX (3)	-	
Survival	-1	WIS (-1)	-	
Swim	+1	STR (1)	-	
Use Magic Device	+3	CHA (-1)	1	

Feats

Armor Proficiency (Light)
Martial Weapon Proficiency - All
Simple Weapon Proficiency - All
Weapon Finesse

Special Abilities

Arcane Pool +1 (4/day) (Su)
Darkvision (120 feet)
Light Blindness (Ex)
Poison Use (Ex)
Spell Combat (Ex)

Spell-Like Abilities

Dancing Lights (1/day)	<input type="checkbox"/>
Darkness (1/day)	<input type="checkbox"/>
Faerie Fire (1/day)	<input type="checkbox"/>

Gear

Total Weight Carried: 12/130 lbs, Light Load
(Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)

Artisan's outfit (Free)	-
Money	-
Padded armor	10 lbs
Rapier	2 lbs

Tracked Resources

Arcane Pool +1 (4/day) (Su) ☐☐☐☐

Languages

Elven Undercommon

Spells & Powers

Magus spells memorized (CL 1st; concentration +4)
Melee Touch +3 Ranged Touch +3

Sourcebooks Used

- **Advanced Race Guide / Bestiary / Inner Sea Races** - Drow (race)
- **Ultimate Magic** - Magus (class)

Experience & Wealth

Experience Points: **0/2,000**
Current Cash: **You have no money!**

Magus – Abilities & Gear

Weapon Finesse

Feat

You are trained in using your agility in melee combat, as opposed to brute strength.

Benefit: With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Special: Natural weapons are considered light weapons.

Darkvision (120 feet)

Racial Ability, Senses (Drow)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal sight.

Drow Immunities - Sleep

Unknown

You are immune to magic sleep effects.

Elven Immunities

Racial Ability (Drow)

+2 racial bonus on saving throws against enchantment spells and effects.

Light Blindness (Ex)

Racial Ability

Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the *daylight* spell. Such creatures are dazzled as long as they remain in areas of bright light.

Poison Use (Ex)

Racial Ability

You do not risk poisoning yourself accidentally while poisoning a weapon.

Spell Resistance (7)

Unknown

You have Spell Resistance.

Arcane Pool +1 (4/day) (Su)

Class Ability (Magus)

At 1st level, the magus gains a reservoir of mystical arcane energy that he can draw upon to fuel his powers and enhance his weapon. This arcane pool has a number of points equal to 1/2 his magus level (minimum 1) + his Intelligence modifier. The pool refreshes once per day when the magus prepares his spells.

At 1st level, a magus can expend 1 point from his arcane pool as a swift action to grant any weapon he is holding a +1 enhancement bonus for 1 minute. For every four levels beyond 1st, the weapon gains another +1 enhancement bonus, to a maximum of +5 at 17th level. These bonuses can be added to the weapon, stacking with existing weapon enhancement to a maximum of +5. Multiple uses of this ability do not stack with themselves.

At 5th level, these bonuses can be used to add any of the following weapon properties: *dancing*, *flaming*, *flaming burst*, *frost*, *icy burst*, *keen*, *shock*, *shocking burst*, *speed*, or *vorpal*. Adding these properties consumes an amount of bonus equal to the property's base price modifier (see Table 15-9 on page 469 of the *Core Rulebook*). These properties are added to any the weapon already has, but duplicates do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. These bonuses and properties are decided when the arcane pool point is spent and cannot be changed until the next time the magus uses this ability. These bonuses do not function if the weapon is wielded by anyone other than the magus.

A magus can only enhance one weapon in this way at one time. If he uses this ability again, the first use immediately ends.

Spell Combat (Ex)

Class Ability (Magus)

At 1st level, a magus learns to cast spells and wield his weapons at the same time. This functions much like two-weapon fighting, but the off-hand weapon is a spell that is being cast. To use this ability, the magus must have one hand free (even if the spell being cast does not have somatic components), while wielding a light or one-handed melee weapon in the other hand. As a full-round action, he can make all of his attacks with his melee weapon at a -2 penalty and can also cast any spell from the magus spell list with a casting time of 1 standard action (any attack roll made as part of this spell also takes this penalty). If he casts this spell defensively, he can decide to take an additional penalty on his attack rolls, up to his Intelligence bonus, and add the same amount as a circumstance bonus on his concentration check. If the check fails, the spell is wasted, but the attacks still take the penalty. A magus can choose to cast the spell first or make the weapon attacks first, but if he has more than one attack, he cannot cast the spell between weapon attacks.

At 8th level, the magus's ability to cast spells and make melee attacks improves. When using the spell combat ability, the magus receives a +2 circumstance bonus on concentration checks, in addition to any bonus granted by taking an additional penalty on the attack roll.

At 14th level, the magus gains the ability to seamlessly cast spells and make melee attacks. Whenever he uses the spell combat ability, his concentration check bonus equals double the amount of the attack penalty taken.

At 20th level, the magus becomes a master of spells and combat. Whenever he uses his spell combat ability, he does not need to make a concentration check to cast the spell defensively. Whenever the magus uses spell combat and his spell targets the same creature as his melee attacks, he can choose to either increase the DC to resist the spell by +2, grant himself a +2 circumstance bonus on any checks made to overcome spell resistance, or grant himself a +2 circumstance bonus on all attack rolls made against the target during his turn.

Title - Magus (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2021/11/21

XP Reward : 0 XP; **Net Cash** :

- no notes -

Wizard

Player: Will

Male human diviner 1 - CR 1/2

True Neutral Humanoid (Human); Deity: -; Age: 18; Height: 5' 4"; Weight: 140 lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	9	-1	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	18	+4	
WIS WISDOM	14	+2	
CHA CHARISMA	11	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+2	=	+2				
REFLEX (DEXTERITY)	+2	=	+2				
WILL (WISDOM)	+4	=	+2	+2			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 12	=		+2					

Touch AC	12	Flat-Footed AC	10	
		BAB	Strength	Size
				Misc

CM Bonus -1	=	-	-1	-	-
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CM Defense	11	=	10	BAB	Strength	Dexterity	Size
				-	-1	+2	-

Base Attack	+0	HP	8
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Initiative	+7	Damage / Current HP
Speed	30 ft	

Dagger

Main hand: -1, 1d4-1 Crit: 19-20/x2
Rng: 10'
Ranged: +2, 1d4-1 Light, P/S

Light crossbow

Ranged: +0, 1d8 Crit: 19-20/x2
Rng: 80'
Ranged, both hands: +2, 1d8 2-hand, P



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Appraise	+8	INT (4)	1	
Bluff	+0	CHA (0)	-	
Climb	-1	STR (-1)	-	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+2	DEX (2)	-	
Heal	+2	WIS (2)	-	
Intimidate	+0	CHA (0)	-	
Knowledge (arcana)	+8	INT (4)	1	
Knowledge (engineering)	+8	INT (4)	1	
Knowledge (history)	+8	INT (4)	1	
Knowledge (nobility)	+8	INT (4)	1	
Knowledge (planes)	+8	INT (4)	1	
Linguistics	+8	INT (4)	1	
Perception	+2	WIS (2)	-	
Ride	+2	DEX (2)	-	
Sense Motive	+2	WIS (2)	-	
Spellcraft	+8	INT (4)	1	
Stealth	+2	DEX (2)	-	
Survival	+2	WIS (2)	-	
Swim	-1	STR (-1)	-	

Feats

Combat Casting
Improved Initiative
Scribe Scroll
Wizard Weapon Proficiencies

Special Abilities

[N/A] Arcane Bond (Dagger) (1/day) (Sp)
Divination
Forewarned 1 (Su)
Illusion
Necromancy

Spell-Like Abilities

Diviner's Fortune +1 (7/day) (Sp) ☐☐☐☐☐☐

Gear

Total Weight Carried: 5/90 lbs, Light Load
(Light: 30 lbs, Medium: 60 lbs, Heavy: 90 lbs)

Artisan's outfit (Free)	-
Dagger	1 lb
Light crossbow	4 lbs
Money	-

Tracked Resources

Dagger	<input type="checkbox"/>
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Languages

Common

Spells & Powers

Diviner spells memorized (CL 1st; concentration +5)
Melee Touch -1 Ranged Touch +2

Sourcebooks Used

(none)

Experience & Wealth

Experience Points: **0/2,000**
Current Cash: **You have no money!**

Wizard – Abilities & Gear

Combat Casting

Feat

You are adept at spellcasting when threatened or distracted.

Benefit: You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

Improved Initiative

Feat

Your quick reflexes allow you to react rapidly to danger.

Benefit: You get a +4 bonus on initiative checks.

Scribe Scroll

Feat

You can create magic scrolls.

Prerequisite: Caster level 1st.

Benefit: You can create a scroll of any spell that you know. Scribing a scroll takes 2 hours if its base price is 250 gp or less, otherwise scribing a scroll takes 1 day for each 1,000 gp in its base price. To scribe a scroll, you must use up raw materials costing half of this base price. See the magic item creation rules in Magic Items for more information.

Arcane Bond (Dagger) (1/day) (Sp) Class Ability (Wizard)

Wizards who select a bonded object begin play with one at no cost. Objects that are the subject of an arcane bond must fall into one of the following categories: amulet, ring, staff, wand, or weapon. These objects are always masterwork quality. Weapons acquired at 1st level are not made of any special material. If the object is an amulet or ring, it must be worn to have effect, while staves, wands, and weapons must be held in one hand. If a wizard attempts to cast a spell without his bonded object worn or in hand, he must make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell's level. If the object is a ring or amulet, it occupies the ring or neck slot accordingly.

A bonded object can be used once per day to cast any one spell that the wizard has in his spellbook and is capable of casting, even if the spell is not prepared. This spell is treated like any other spell cast by the wizard, including casting time, duration, and other effects dependent on the wizard's level. This spell cannot be modified by metamagic feats or other abilities. The bonded object cannot be used to cast spells from the wizard's opposition schools (see arcane school).

A wizard can add additional magic abilities to his bonded object as if he has the required item creation feats and if he meets the level prerequisites of the feat. For example, a wizard with a bonded dagger must be at least 5th level to add magic abilities to the dagger (see the Craft Magic Arms and Armor feat in Chapter 5). If the bonded object is a wand, it loses its wand abilities when its last charge is consumed, but it is not destroyed and it retains all of its bonded object properties and can be used to craft a new wand. The magic properties of a bonded object, including any magic abilities added to the object, only function for the wizard who owns it. If a bonded object's owner dies, or the item is replaced, the object reverts to being an ordinary masterwork item of the appropriate type.

If a bonded object is damaged, it is restored to full hit points the next time the wizard prepares his spells. If the object of an arcane bond is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gp per wizard level plus the cost of the masterwork item. This ritual takes 8 hours to complete. Items replaced in this way do not possess any of the additional enchantments of the previous bonded item. A wizard can designate an existing magic item as his bonded item. This functions in the same way as replacing a lost or destroyed item except that the new magic item retains its abilities while gaining the benefits and drawbacks of becoming a bonded item.

Note: If your bonded object does not have any other powers or properties yet, there are power-less versions of the wand, staff, ring, and amulet available on the magic tab.

Divination

Class Ability (Wizard)

Diviners are masters of remote viewing, prophecies, and using magic to explore the world.

Diviner's Fortune +1 (7/day) (Sp) Class Ability (Wizard)

When you activate this school power, you can touch any creature as a standard action to give it an insight bonus on all of its attack rolls, skill checks, ability checks, and saving throws equal to 1/2 your wizard level (minimum +1) for 1 round. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Forewarned 1 (Su)

Class Ability (Wizard)

You can always act in the surprise round even if you fail to make a Perception roll to notice a foe, but you are still considered flat-footed until you take an action. In addition, you receive a bonus on initiative checks equal to 1/2 your wizard level (minimum +1). At 20th level, anytime you roll initiative, assume the roll resulted in a natural 20.

Note: The L20 fixed initiative has not been implemented yet.

Wizard – Abilities & Gear

Illusion

Class Ability (Wizard)

You must spend 2 slots to cast spells from the Illusion school.

Necromancy

Class Ability (Wizard)

You must spend 2 slots to cast spells from the Necromancy school.

Title - Wizard (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2021/11/21

XP Reward : 0 XP; **Net Cash** :

- no notes -